

## **Laws of the Shattered Realm**

(Updated: 1/12/16)

Various Kingdoms have different ideologies and cultural values, and therefore differences within their legal system. Those areas that have marketdays have kindly provided copies of their laws for perusal between markets. The laws for the following areas are here: Kingdom of Varingard, Lands of Lumberton, Lands of Lorne (Rage Hollow and Lumberton), and The Oasis.

### **Laws of the Free State of Varingard**

**Visitors from other lands will be bestowed with honorary citizenship and all the protection and rights that come with it while inside the lands of Varingard, unless otherwise revoked.**

A list of laws can be found in many taverns and a copy may be viewed by asking a noble.

### **Enforcement of the Law**

A Noble will preside over all trials. The accused may be present and may represent his or her self. A trial will only be delayed up to one hour to accommodate the acquisition of a barrister. Trials may be moved to a more private location if deemed necessary.

### **Verdicts of the law**

Once the court has heard or reviewed all evidence, the reigning noble will pronounce a sentence if the individual is guilty. Innocent individuals will then be allowed to go free. Sentencing for the guilty party may differ from the Laws as the reigning noble has the right to increase or decrease the sentence if extenuating circumstances exist. Guilty individuals have one hour to pay all fines. Sentences of death will be carried out immediately. If fines cannot be paid, the guilty individual will surrender all property up to the point where the fine has been paid.

**Murder** – The willful taking of another citizen's life.

Punishment: Death

**Theft** – The taking of another citizen's property without permission.

Punishment: Return of goods and fine equaling gold value of goods (1/2 to State, other half to victim)

Example: Item valued at 20 gold stolen. Item is returned and a fine of 20 gold is charged. 10 gold goes to the State and 10 gold to the victim.

**Indentured servants** – An individual may agree to become a servant of someone they are in debt to, in order to pay the debt. This must be agreed by the parties involved, and a signed contract is required if requested by those in authority for proof. Crimes committed by indentured servants are under the owner's responsibility and both parties will be held accountable. The liberation of an indentured servant falls under Theft with damages paid to the slave owner and the State.

**Slavery** – The taking of a citizen as a slave is illegal. Those that have obtained slaves and travel into Varingard will be permitted to retain those slaves as long as proper boarding and care is given to them. Crimes committed by slaves are under the owner's responsibility and will have increased punishments. The liberation of legal slaves falls under Theft with damages paid to the slave owner and the State.

Punishment: Death and loss of citizenship

**Perjury** – To knowingly lie or make false or misleading statements to a noble during a trial or investigation.

Punishment: Death

**Raising or Possessing unauthorized circles/rings of defense** – All circles inside city limits must be granted by a noble of Varingard in writing. The purpose as well as those invested must be stated in the document.

Punishment: 50 gold fine and cost of destroying circle

**Treason** - Treason covers things from disobeying a direct noble order, attempting any form of criminal action on a noble of Varingard or the State itself, rendering aid to a sworn enemy of Varingard, or inciting rebellion against the nobles of Varingard.

Punishment: Death and loss of citizenship

**Conspiracy** - This crime is defined as the knowledge and willful cooperation in or planning by more than one person to commit any of the other crimes listed here.

Punishment: Same as the crime

**Counterfeiting** - The creation, use, or sell of false goods or money

Punishment: Seizure of counterfeit items and a fine of 2 times the gold value of the items (1.5 times the value will go to the victim the other 0.5 will go to the State)

Example: Carl sells a fake infusion to Frank for 6 gold. The fake infusion will be seized and a fine of 12 gold will be charged. 9 gold will go to the victim and 3 gold to the State.

**Assault:** The willful attack on another citizen by any means including weapon, spell, alchemy, potion or trap.

Punishment: Death or the victim is agreeably compensated

Example: Tim assaults Sam. Sam decides that the attack wasn't so bad and agrees justice will be served if Tim pays a fine of 20 gold to him. Tim then can pay the 20 gold and be set free or face the punishment of death.

**Slander:** The speaking of false or malicious words concerning another whereby injuring results to their reputation.

Punishment: In cases of lost income see Theft; in cases of inciting rebellions and general unrest see Treason

**Impersonating a Noble:** This involves not only the act of pretending to have noble title when you do not have such but also acting as if a noble has given you authority to act in their name when they have not. If you commit a crime while doing this the charge is elevated to Treason.

Punishment: Death and loss of citizenship

**Kidnapping** - This crime involves the unlawful taking and holding of a citizen against his or her will.

Punishment: Death

**Destruction of Property** - The willful destruction of another's property without consent by any means.

Punishment: Same as theft, but fines doubled.

**Forgery** – See Impersonating a Noble

**Assassination** – See Murder, possibly treason.

**Libel:** See Slander

**Mockery of a Noble:** See Slander

**Tax Evasion:** This is simply the failure to pay any taxes levied by Varingard, or interfering with the collection of taxes levied.

Punishment: Noble will decide just punishment per case.

**Desertion** - Any member of the Militia or Army of Varingard, whether for the State or a specific town, that abandons their post and flees will be tried for desertion.

Punishment: Death and loss of citizenship

**Necromancy** – Necromancers, possessing undead, and being undead are all legal. Crimes committed with undead have increased punishments. The destruction of another's undead servants is considered Theft, but with a fine two times greater because there is no property to return. Damages for the loss of property are paid to the owner and the State.

Example 1: Nolan the necromancer and his undead attack and kill several citizens. Nolan will not only face murder charges he will lose citizenship. If Nolan was undead himself, say a liche, he would be destroyed instead of facing death.

Example 2: Greg attacks and destroys 3 of Wendell's skeletons. Wendell values the skeletons at 5 gold apiece. Greg will be fined 30 gold. 15 gold goes to Wendell and 15 gold to the State.

**Lycanthropy** – Legal. The spreading of lycanthropy to unwilling creatures/peoples is Illegal. Those caught trespassing on Lycan known hunting grounds cannot press charges if attacked or afflicted.

Punishment: Death and a fine equaling the cost of curing the lycanthropy

**Creation of a Golem** – Legal; crimes committed by a golem have increased punishments.

Example: Garry the Golem murders a citizen. He would not only face murder charges but the loss of citizenship.

## The Oasis

The Oasis is a neutral area magically created within the Desert of Bones, and currently overseen/managed by Varingard, Lorne, and Lumberton.

Below is a list of the laws, as they currently stand, for the Oasis. Drafted by Arthur Mason of Lumberton, all three Kingdoms had an opportunity to provide input. Again, this is a neutral area and the laws/cultural practices are reflected in them. As you can see, they are straightforward and to the point.

**Citizenship** - These following laws are applied to protect the citizens of the Kingdom of Lorne, the Lands of Varingard, or the Lands of Fury. Citizens are expected to be working in the interest of all three lands while in the Oasis. Despite differences in culture, proper etiquette must be maintained between citizens of different lands.

Anyone who goes against the goals of the campaign, as well as anyone who attempts to willfully break the peace between the kingdoms, may find themselves stripped of citizenship in the Oasis and will no longer be protected by these laws.

**Undead, Necromancy, Lycanthropy, Blood Magic** - These things, while considered somewhat profane, are not considered illegal themselves. However, application of any of these in crimes committed may come with harsher penalties than normal.

**Death** - Death is a harsh penalty, and should be applied carefully and thoughtfully. In cases where Death is considered a punishment, at least two of the Kingdoms must agree. In cases where the criminal claims citizenship in only one Kingdom, that Kingdom must be one of the two consulted.

### **Laws of the Oasis**

**Murder** - The act of willfully killing another individual. This law is only applicable if the victim becomes a spirit and must visit death.

First Offense: 50g Fine, Death\*

**Assault** - The act of willfully attacking a person without it leading to murder.

First Offense: Recompense for damages.

Second Offense: Recompense for damages, 25g Fine.

**Harassment** - The act of repetitive assault, both physical and emotional, including threats of violence.

First Offense: 25g Fine

Second Offense: 25g Fine, Death\*

**Slavery** - The act of willfully removing the rights of free individuals.

First Offense: 50g Fine, Freeing of all Slaves

Second Offense: 50g Fine, Freeing of all Slaves, Death\*, possible Indentured Servitude.

**Theft** - The act of taking another's possessions without barter with no intent to return the item.

First Offense: Return of Goods, 25g Fine.

Second Offense: Return of Goods, 50g Fine, Marked with a T upon the right hand.

\*Note: This is somewhat of an unusual case, as there is no city specific to this - these laws are intended to provide protection and order to the campaign. Surely, with something as complex as assembling this anchor, magical travel (either to the Marches or through Speed Travel) is likely a necessity. So limiting these laws to a

geographic location is not feasible.

*As such, these laws will apply to all individuals who have come to the oasis for this campaign, regardless of where they end up. In cases where these citizens travel to places with established laws, these laws are to be followed in addition to any local laws.*

## **Kingdom of Lorne**

Let it be known, these are the laws of the Kingdom of Lorne. These laws are absolute and not just guidelines.

When attending a market within the Kingdom of Lorne you are subject to the laws of the kingdom whether above or below ground, upon Faerie, on a different Plane, past the Veil or any other known place that you travel or be taken to and are expected to act according to the laws of the Kingdom. You may also be subject to the laws of the area that you have traveled to.

The laws of the baronies of the Kingdom of Lorne have been created to protect the citizens of Lorne, and to provide a structure of governing that maintains peace. It is this law that all citizens will be protected by.

### **The Book of Law**

All towns of the Kingdom of Lorne will maintain a ledger of current laws of the Kingdom, and any local ordinances of that town and barony. The Book of Law will be available to all and the reigning noble of the town or barony maintains this book.

### **Regarding Upholding the Law**

The local nobility is responsible for upholding the law of the Barony and the Kingdom of Lorne. Enforcement of the law is carried out and overseen by the nobility. A trial may or may not be held, depending on the situation. If a trial is held and the accused is not present, a barrister will be appointed to speak for them. A trial may be open or closed to the public. If the accused is in custody, nexus may be granted (i.e. the nobility may place the accused in to the custody of someone willing to take responsibility for them and receive the same punishment or worse should they flee/commit another crime while in their custody). Sentencing for the guilty party may differ from the Book of Law, as the reigning noble has the right to increase or decrease the sentence if extenuating circumstances exist. Guilty individuals have one hour to pay all fines, surrender to the authorities, or prepare for death. If fines cannot be paid, the guilty individual will surrender all property up to the point where the fine has been paid. Banishment will only be used in the most extreme of cases.

### **A Note on Citizenship**

During the market you are considered a citizen of Rage Hollow, Kingdom of Lorne, and are expected to abide by all laws of Rage Hollow, Kingdom of Lorne, while within it. If you travel through a Portal or into another Realm/Plane, you are still subject to the laws of Rage Hollow, Kingdom of Lorne for the duration of the marketday.

### **Visiting Nobility**

Visiting nobility are welcome within the Kingdom, but asked to present themselves and their writs upon arrival to the local nobility. Visiting nobles must declare themselves to the local noble House as soon as they are able, and must present a writ of their nobility as identification. Visiting nobles are welcome in the Kingdom, and may sometimes be called upon for advice or aid; however, they ultimately have no authority outside of their own lands, and should defer to the local nobility in matters. Visiting nobles will also be judged more harshly should they commit a crime while within the Kingdom.

### **Nobles**

Unlike on the county or baronial level, Squires of the Kingdom do in fact hold a noble title and will not only act as so but will also be shown the respect of one. During times of war or martial law it is up to the Squire's acting Knight whether the Squire will hold the same authority as a Knight of the lands would hold.

### **The Laws**

**Necromancy:** Any act of necromancy, including the raising of dead and undead familiars and the casting of Despair magic, whether from memory or from an item activation, is illegal.

First offense: 100 Gold Fine

Second offense: Loss of All Property, Death

**Murder:** The willful taking of another's life, premeditated or in the heat of anger. Even if the victim does not become a spirit, you are still held accountable for this crime.

First offense: Death, 100 Gold Fine

Second offense: Death, Fine, Possible Banishment

**Assassination:** Premeditated murder for a fee, and the hiring of an assassin for such an act.

First offense: Death, Loss of All Property

Second offense: Death, Loss of All Property, Possible Banishment

**Theft:** The taking of another's property without permission, or against their will.

First offense: Return of property and a 50 gold piece fine

Second offense: Return of property, Death, and loss of all property

**Slavery:** The buying, selling, or trading of sentient beings and the ownership of such.

First offense: Death, loss of all property

Second offense: Death, loss of all property, and banishment

**Treason:** This covers things from disobeying a direct noble order, attempting any form of criminal action on a noble of Lorne, rendering aid to a sworn enemy of Lorne, and inciting a rebellion against the noble and royal courts of Lorne. This also includes disobeying a direct order from the King or anyone within the King's direct service.

First offense: Death, loss of all property, and banishment.

**Conspiracy:** Knowledge, cooperation, or planning to commit a crime.

First offense: 50 gold fine, punishment for the individual crime

Second offense: Death and loss of all property

**Counterfeiting/Forgery:** Creating, using, selling, or trading false monies, items, writs, or signatures. If a Noble Writ is counterfeit, the charge is elevated to Treason.

First offense: 25 gold piece fine, destruction of counterfeit items

Second offense: Death and loss of all property

**Impersonation of a noble:** The act of pretending to have a noble title, or acting as though a noble has given you authority to act in their name when they have not. If you commit a crime while impersonating a noble, the charge is elevated to Treason.

First offense: Death, loss of all property

Second offense: Death, loss of all property, and banishment

**Harassment** - The act of repetitive assault, both physical and emotional (including written, verbal, or action), including threats of violence.

First offense: dependent on type of harassment

Second offense: dependent on type of harassment

**Destruction of Property:** The willful destruction of another's property without consent by any means, or destruction of one's own property for profit, if in doing so, another person's property is collaterally damaged.

First offense: Gold Fine (dependent on crime committed)

Second offense: Gold Fine, possible Death

**Lycanthropy:** The unwilling delivery or acceptance of Lycanthropic infection is greater than that of an assault charge, and therefore will be punished more severely.

First offense: Death and loss of all property

Second offense: Death, loss of all property, and banishment

### **Consorting With The Enemy**

If evidence or knowledge is brought forth that an individual is aiding the enemy with money, troops, supplies, or information. Enemies of the Crown include but are not limited to – The Knights of the Righteous Arm, The remnants of the Hoard, The Denizen of the Fortress of Kaas, etc. If unsure, ask the local nobility.

First Offense: Death, loss of all property, loss of any title held, banishment

The punishment of banishment in this case also includes Death each time the convicted enters in to the Lands controlled by the Kingdom of Lorne.

### **The Descended**

Those who have been created by an influx of wild magic/high magics as such are not considered in violation of the law, unless they possess enough blood/magic that they have actually become Undead and possess that particular Trait. If this is the case, the individual can willingly choose to have the magic purged from them through a casting of New Lineage, at their own expense. It is the responsibility of the Descended to inform the reigning noble of this as soon as possible so that arrangements can be made. If discovered and not admitted, Necromancy charges may be brought.

### **Local Ordinances of Rage Hollow**

**Apprehending Criminals:** If a crime is committed, please alert your local nobility. If it requires immediate action, forcing the person to walk with Death will be considered murder.

**A note on the Army and Militia:** The army of Lorne regulates its own, but the Rage Hollow nobility will uphold verdicts and support its military brethren in apprehending deserters, etc.

**Raising or Possessing an Illegal Ring of Power or Portal Rune:** Permission to raise a Ring of Defense or Portal Rune lasting longer than one hour must be granted by the liege of the land. To do so without prior permission is illegal.

First offense: 25 gold piece fine, destruction of Ring of Defense or Portal Rune at owner's expense

Second offense: Death, loss of all property, plus first offense penalties

**Corrupt Haven:** This High Magic spell is an assault against Ghaia herself, and therefore has been deemed illegal in Rage Hollow.

First offense: Unraveling of spell at caster's expense, 100 Gold Fine

Second offense: may be deemed Treason

**Call Forth Spirit/Unfinished Business:** This High Magic spell has been deemed illegal in Rage Hollow, when the caster attempts to bring back a person who has committed Treason. The caster is guilty of committing Treason when performing this spell, and will be punished accordingly.

### **Local Ordinances of Ashton**

**Opening of Portals:** Opening a portal to one of the planes is not illegal, but requires noble permission beforehand. If a portal is opened without permission, the one who opened it is held responsible for anything that may come out of the portal and shall pay for the closure of the portal.

**Questionable Magics:** The energies of Blood Magic, Hexer Magic, Marthian Magic, and Dark Weaving Magic, and Neverwas magics are considered to be darker in nature than other forms of magic. While use of such magics is not illegal in Ashton, those who do so will be judged more harshly if these abilities are used to commit a crime.

**Raising or Possessing an Illegal Ring of Defense:** Any Ring of Defense cast in Ashton must first receive the approval of the Baroness, and two members of her house will also be invested in the circle as a precaution. Any Rings raised without this permission will be considered illegal.

First offense: Destruction of Ring at expense of the person in possession and 50 gold fine

**Theft:** Knowingly stealing the property of another individual. This is also applied to stealing goods which would belong to others, such as treasure from adventuring.

First offense: Return of property and 25 gold fine

Second offense: A Mark upon Thee (at the cost of the thief) and a 50 gold fine

**Trespassing:** Visiting property deemed off-limits by the Ashton nobility or the owner of the property. The Unicorn Graveyard is off-limits to adventurers. The Wiseflame Grove is open, but adventurers and visitors to the grove are not to interfere with the tree growing there.

First offense: Noble Discretion

**Vigilantism:** Taking the law into your own hands; if someone is found in violation of any laws of the land, all efforts should be made to bring these individuals to the nobility alive and unharmed. Use of excessive force may be considered Murder or Assault, depending on those actions taken.

First offense: Noble discretion

## **The Lands of Lumberton**

The people of Lumberton are a civilized people and are expected to treat one another with respect. The Laws of the Land are intended to protect the people, not serve as a weapon against someone else. If someone is found to be abusing the Law to further their means against someone, they may be punished based on the severity of the situation. The punishments listed are for a common case. The Nobility is permitted to make punishments more or less severe, depending on the circumstances surrounding the crime. As a note, half of all fines received will be sent with a representative to offer tribute in hopes of sparing the lives of Citizens of Lumberton.

### **Circumstances and Definitions**

These are circumstances and definitions that citizens should be aware of, regarding some borderline issues that may be illegal in other lands. While some of these circumstances are not strictly illegal in these lands, crimes committed within these circumstances may be treated harsher.

#### **Berserkering**

Adventurers prone to bouts of rage may be held accountable for their actions during their frenzy. Common assaults may be overlooked, depending on the severity and the extenuating circumstances.

#### **Blood Magic**

Blood Magic is not illegal in Lumberton, since so little is actually known about the nature of the magic. However, due to its profane appearance, crimes committed using Blood Magic may be judged more harshly.

#### **Citizen**

In this document, any law-abiding person in the Lumberton area is considered a citizen. This includes travelers from other lands (including nobility) that are present in Lumberton. The laws of Lumberton are designed to protect citizens, and may not apply to creatures that do not hold citizenship in Lumberton.

#### **Lycanthropy**

Lycanthropy is not illegal in Lumberton, as of yet. However, Lycanthropes will be held accountable for their actions while in transformation or frenzy. Additionally, spreading the curse of Lycanthropy through bite is strictly prohibited and attempting to do so will be treated as murder.

#### **Death**

In this document, Death is defined as someone having to go to the Reliquary of Souls and to sign Death's book.

#### **Descended Undead**

While it is particularly profane, some creatures born from undeath less attuned with undead than others. All Descended Undead must present themselves to the nobility for analysis. Descended Undead who do not detect as undead are permitted to live in Lumberton, but crimes committed by these individuals may be judged more harshly. Additional analysis may be performed from time to time. Descended Undead who fail to present themselves will be considered Undead by the law.

#### **Forced Retraining**

If a person is found guilty of a crime that requires Retraining to fix, a noble of Lumberton or someone appointed by the Nobility will cast the ritual. The guilty party will be expected to provide the essences necessary for the ritual, and if they do not have the essences, they will be expected to pay no less than 5g per essence required. If they do not have the ability to pay that cost, they may have to forfeit property, take on a loan (from fines collected), or forced to work off their debt. If someone is unable to be affected by Retraining, then they may be subject to harsher punishments.

## **Ignorance**

Ignorance of the Law is not a defense against committing a crime. While some laws are less obvious and may be given some leniency, the following laws are generally considered universal and no leniency will be offered based on ignorance: Assault, Harassment, Murder, Necromancy, Theft, Undeath.

## **Portals**

Sometimes, there will be a situation that requires the creation of a portal to the Marches of one of the planes. Please contact the local nobility before creating any portals to any planes. They will be able to assist and help pick the best place to put the portal. Failing to contact a noble is not a crime itself, but if someone is hurt or killed by something that comes out of the portal, the creator may be held accountable and may be charged with Assault or Murder.

## **Traveling Nobility**

Nobility from other lands are welcome in the Lands of Lumberton. Etiquette dictates that they should present themselves to the local Nobility at first convenience, but should make best efforts to present themselves on the day of their arrival. After presenting, they may refer to themselves by their title. While they may be consulted with by the local nobility on affairs, their foreign title holds no power in the Lands of Lumberton. Crimes committed against visiting nobles may be judged more harshly than crimes committed against citizens.

## **Vigilantism**

It is against the law to take the law into your own hands. If someone is suspected of a crime and does not have a Noble-sanctioned Bounty on their head, best efforts should be made to bring that person to a Noble alive and unharmed. Actions against that person, guilty or not, may be considered Assault, Harassment, or Murder, depending on what actions were taken.

## **Laws of Lumberton**

### **Assault**

It is against the law to attack others. In many situations, Assaults will be resolved by restoring the person to the state they were in before the attack, or paying restitution. We encourage small disputes to be settled without need for the law. Repeated Assault with the intent to bring discomfort or instill fear in someone is considered Harassment. Assaults that result in death are considered Murder.

*First Offense:* Restitution

*Second Offense:* 25g Fine and Restitution.

### **Disregarding a Noble Decree**

It is against the law to disregard a written or spoken Noble Decree. All noble Decrees will be posted in a public place at first convenience and all effort will be made by the Nobility to keep the citizens aware of any new Decree that may be active.

*First Offense:* 25g Fine

*Second Offense:* 50g fine or Death (depending on severity of the Decree)

### **Etiquette**

Lumberton is a civilized town, and proper etiquette must be maintained to keep the town civil. The following tenants are included in the Etiquette laws in Lumberton

- Citizens are expected to be respectful to one another at all times.
- Nobility are to be addressed by their title, but addressing them as "My Lord" or "My Lady" is also acceptable.
- Casting Cryomancy in the presence of the Hand Maidens or Fury herself is strictly prohibited.

- When greeting a Hand Maiden, the appropriate gesture is to place your right hand over your heart. Shaking hands is inappropriate.
- When in the presence of Fury, it is appropriate to bow or kneel until told to rise.

*First Offense:* Warning or 25g Fine (based on severity)

*Second Offense:* 50g Fine

### **Harassment**

It is against the law to harass others. Harassment is repeated assault and or threats (both physical and mental) against a party with the intent to intimidate or extort property. Harassment is a serious offense, and will not be tolerated in these lands.

*First Offense:* 50g Fine

*Second Offense:* 50g Fine and Death

### **Murder**

It is against the law to Murder another. Murder is defined as an attack that results in someone's death. In some circumstances, Murder could also be considered due to inaction that leads to someone's death. This is rare and usually only applies to situations where there is no present danger.

*First Offense:* Death

*Second Offense:* Death Twice, Possible Loss of Citizenship

### **Necromancy**

It is against the law to be a necromancer, as it specifically meddles in the affairs of the Neverwas and Undeath. Anyone found to be a necromancer will not be tolerated.

*First Offense:* 50g Fine, Forced Retraining

*Second Offense:* Death, Forced Retraining, Possible Loss of Citizenship

### **Theft**

It is against the law to steal from others. Theft is defined as taking goods from another against their will. This also applies to stealing goods that would belong to others, such as treasure that would be split amongst an adventuring group. There will be no tolerance for theft in this town.

*First Offense:* Return of goods, 50g Fine, Marked with a 'T' on their right hand for 1 full year

*Second Offense:* As per first offense, Death

### **Undeath**

It is against the law to be an undead. Anyone who is found to be predominantly undead and detect as such will be held accountable. Descended Undead that are found to not respond to attacks against undead are not considered undead under this law.

*First Offense:* Forced New Lineage or Death (depending)

*Second Offense:* Death Twice, Possible Loss of Citizenship

## **The Laws of the Moonlands**

The area known as The Moonlands resides upon Pawalintok, in Darkening Reach. The Moonlands is a freestanding Kingdom that once existed upon the Plane of Moon. Recently, in 614, the Moonlands fully formed upon Ghaia. House Aphelion is the ruling house of The Moonlands, protecting and ruling over the Lunahearts

(peoples and creatures of the land). House Aphelion and the members of The Crescent have spent the last several months studying the laws of a number of the people of Ghaia. Since the Ascension of Perilun Aphelion the Moonlands has been governed by a general concept, a derivative of which is known quite well throughout the lands - "Do unto others as you would have the Moon do unto you." Much of the Moonlands is sentient and in the case where a judgment is necessary an Arbiter can be summoned to facilitate peace, based on the intent of the original Charter.

The Moonlands does not have a noble structure as conceptualized and implemented in other Kingdoms. The members of House Aphelion are not Arbiters. Anyone within the Moonlands can summon an Arbiter, but be ware - once summoned an Arbiter will arbitrate the issue and, if warranted, decree a punishment of some sort. The punishment is binding and they will see to its fulfillment. The punishments are not listed with the crime, because each case is different. Fair warning - the punishments are often incredibly swift and harsh. Arbiters are not to be summoned lightly or without cause. They are single minded in the fulfillment of their duties. If summoned without cause, they will turn on the summoner.

The Moonlands are about a place of creation and safety, therefore all are welcome within the borders of the Moonlands - Undead, Lycans, Faeries, Sun Followers, etc. All types of magic are also permitted - Necromancy, Blood Magic, Cryomancy, etc.

Below is a general outline of laws to help individuals adhere to the concept of, "Do unto others as you would have the Moon do unto you." These are a general outline of laws/rules and do not cover everything. If something occurs and it is believed to be worthy of summoning an Arbiter, do so.

**Murder** - The act of willfully killing another individual. This law is only applicable if the victim becomes a spirit and must visit death.

**Assault** - The act of willfully attacking a person without it leading to murder.

**Harassment** - The act of repetitive assault, both physical and emotional, including threats of violence.

**Slavery** - The act of willfully removing the rights of free individuals.

**Theft** - The act of taking another's possessions without barter with no intent to return the item.

**False Summoning of an Arbiter** - Summoning an Arbiter without having something for them to arbitrate.

**Picking of Flowers** - The flowers of the Moonlands are believed to hold the spirits of certain Moonlanders when they die, therefore picking flowers within the Moonlands is illegal, unless you are a Picker.

**Artwork Altering** - The altering of artwork, including carved pumpkins, paintings, stories, etc. in any way.

**\*Summoning an Arbiter** - Anyone possessed of the Moon Trait can summon an Arbiter. Simply create a circle, similar to that of a High Magic circle, with similar Foci (except representing what you believe as aspects of Moon). The summoning takes five minutes. Mark the beginning by speaking the words, "With Moon magic it is begun." During this time, write a brief explanation of why you are summoning an Arbiter. At the end of the five minutes state, "With Moon magic it is done." Give the explanation to a Watcher. You may go about your business - an Arbiter will arrive thereafter.